

*In the Abstract, please amend as follows:*

A game image display control program in which even in the case where a radar image is displayed on display devices with different screen ratios, a range that which is actually in a visual field can match with a radar visual field display is provided. The program displays a video picture captured from a first visual point position in a virtual three-dimensional space as a main screen of game on a display unit, and displays predetermined range (where the virtual three-dimensional space is captured from a second visual point position and a visual field area, where an area in which the virtual three-dimensional space is captured from the first or a third visual point position at a predetermined azimuthal angle is projected in the predetermined range) as a radar image representing a position relationship of an object on a three-dimensional map including the virtual three-dimensional space on the display unit. The program also changes a shape of the visual field area according to a shape of the main screen in the display unit. The program has a function for displaying a video picture captured from a first visual point position in a virtual three-dimensional space as a main screen of a game on a display unit, and displaying a predetermined range where the virtual three-dimensional space is captured from a second visual point position and a visual field area, where an area in which the virtual three-dimensional space is captured from the first or a third visual point position at a predetermined azimuthal angle is projected in the predetermined range, as a radar image representing a position relationship of an object on a three-dimensional map composing the virtual three-dimensional space on the display unit, and a function for changing a shape of the visual field area according to a shape of the main screen in the display unit.